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INSTRUCTION BOOKLET

SUPER NINTENDO ENTERTAINMENT SYSTEM

WARNING: PLEASE READ THE ENCLOSED CONSUMER INFORMATION AND PRECAUTIONS BOOKLET CAREFULLY BEFORE USING YOUR NINTENDO® HARDWARE SYSTEM OR GAME PAK.

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Nintendo

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TABLE OF CONTENTS

Thank you for bringing home Beethoven. Be sure to read this entire booklet for an explanation of the game and helpful tips on locating Beethoven's missing puppies.

It Shouldn't Happen to a Dog! 4
Quick Start 5
Controls 6
Status Area 7
Pick-Ups 8
Beethoven's Adventure 8
Family Reunion 10

Beethoven

IT SHOULDN'T HAPPEN TO A DOG...

But it did...and now that sensational St. Bernard called Beethoven has got his paws full being proud papa to four little puppies — Tchaikovsky, Dolly, Chubby and Mo! And if they're any relation to Beethoven, you can imagine how eager they are to get into as much trouble as they can. Which is exactly what they do!

A lost puppy here, a lost puppy there — lost puppies everywhere! Can you help Beethoven rescue his quartet of kids from four different parts of town and bring them home to mama Missy where they belong? Better hurry — or it's the dog house for you both!

QUICK START

Beethoven invites players to set out on wildly wacky adventures with everybody's favorite St. Bernard buddy! It seems that our hero's four little puppies have somehow managed to get separated and are waiting to be rescued from four different locations around town. Every site is filled with silly obstacles and daffy dangers — not to mention the mean old dogcatcher. What's more, once Beethoven finds a poppy, you have to help him get his offspring home along the same challenging path! You're in for a howling good time!

1. Make sure your Super Nintendo Entertainment System® is off.

2. Insert the Game Pak into your Super Nintendo Entertainment System.

3. Turn on the power. The title and the Beethoven family portrait will appear, followed by introductory screens. Press start to begin.

CONTROLS

- Use the **CONTROL PAD** to move Beethoven left or right. Pressing down on the **CONTROL PAD** will cause Beethoven to duck to avoid things coming his way.
- Press the **B BUTTON** to make Beethoven jump over things. You can make Beethoven jump higher by giving him a running start.
- Press the **X BUTTON** to make Beethoven pick up a tasty bone or grab hold of one of his puppies.
- Press the **Y BUTTON** to make Beethoven bark and scare away enemies. The longer you hold down the **Y BUTTON**, the louder, longer and more effective Beethoven's bark.
- Press the **A BUTTON** to make Beethoven shake water over any enemies in the area and send them away. This only works after Beethoven gets wet (like when he passes through a sprinkler or a waterfall) and only lasts a short while until Beethoven dries off.
- To pause the game at any time, press **START**. To resume the game, press **START** again.

STATUS AREA

The Status Area at the top of your screen always displays:

- **Strength**: The number of paw prints shows you how much energy Beethoven has left. Don't let yourself get caught by enemies too often or you'll lose a turn.
- **Turns Left**: The number next to Beethoven's friendly face shows you how many turns you have left. You start out with 3 turns and can earn more by picking up steaks found throughout the different locations in the game.
- **Time Left**: This shows you how much time you have left to find the puppy in the current location.

In addition, a water droplet will appear on the screen once Beethoven's coat gets wet. This lets you know that you can use the **A BUTTON** to make Beethoven shake water over any enemies and send them away to dry off.

PICK-UPS

Pick-Ups earn you added strength and turns. To make a Pick-Up, simply move Beethoven until he touches it, then press the **X BUTTON**.

BONES: Give Beethoven more energy and add another paw print to the Status Area.

DRUMSTICKS: Restore Beethoven's strength to full power (four paw prints).

STEAKS: Give you an extra turn.

BEETHOVEN'S ADVENTURE

Each of the four locations featured in Beethoven challenges players to help Beethoven overcome obstacles and avoid enemies that might otherwise keep him from finding his lost puppies and getting them home before their mama, Missy, discovers they're gone.

Each location features two stages. In the first stage, Beethoven must find one of his puppies. In the second stage, Beethoven must carry that puppy home through an even more challenging set of obstacles.

BEETHOVEN'S ADVENTURE
(continued)

The four different locations and some of the obstacles featured in each one are as follows:

The Suburbs
Watch out for the annoying yapping poodle, the wild kitty, falling apples and a goofy skateboarder. But, most of all, watch out for the mean old dogcatcher and his tranquilizer darts!

The Park
Here you'll have to deal with nutty, acorn-throwing squirrels and swooping birds, as well as other assorted nasties — including that rotten dogcatcher!

Note: *In the Park, you can use the Turtle to bounce up onto the playsets.*

The Kennel
Try to get past the snarling Dobermans and a mess of collapsing crates as you maneuver up, down and around ramps and sliding platforms. And, as you'd expect, this is where that dogcatcher spends a lot of his time!

The Wilderness
Nobody quite knows how Beethoven's last puppy got all the way out here, but, in any case, you'll have to carefully search through treacherous cliffs and mud slides while dodging the Park Ranger, avoiding vultures and steering clear of mountain lions! Not even the dogcatcher would venture out this far!

FAMILY REUNION

When you have finally found and returned all of his missing puppies, you'll join Beethoven, his sweetheart, Missy, and the four little troublemakers for a happy reunion at home, sweet home!

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